CLAIMS

What is claimed is:

1.   A method for synchronizing a transaction between devices having layered application architectures comprising:

copying a business logic layer of an application on a first device to an application on a second device;

receiving, at the second device, a first transaction from the first device;

modifying, in a business logic layer of the application on the second device, the first transaction received from the first device; and

sending, from the second device to the first device, a second transaction,

wherein the business logic layer of the application on the first device reconciles the modified transaction with the original transaction, and

wherein the first transaction has been modified by the business logic layer of an   · application on the second device to become the second transaction.

2.   The method of Claim 1, wherein the business logic layer of the application on the second device mirrors the business logic layer of the application on the first device.

3.   The method of Claim 1, wherein the second device is a mobile device.

4.   The method of Claim 1, wherein the first device is a laptop computer.

5.   The method of Claim 1, wherein the first device is a server.

6.   The method of Claim 1, wherein the second device is a client.

7.   The method of Claim 1, wherein in the step of sending, the transaction is sent over a network.

8.   The method of Claim 7, wherein the network is the Internet.

9.   The method of Claim 1, wherein in the step of sending, the transaction is sent via a wireless connection.

10.   The method of Claim 1, wherein in the step of modifying, the transaction is modified while the second device is disconnected from the first device.

11.   The method of Claim 10, wherein the modified transaction is reconciled with the original transaction when the second device reconnects with the first device.

12.   The method of Claim 1, further comprising tracking modifications made to the transaction.

13.   A method for synchronizing transactions between devices having layered application architectures comprising:
        transferring a business logic layer of an application on a first device to an application on a second device;
receiving, at the first device, a request for a first transaction;
        transferring, from the first device to a second device, the first transaction; and
        receiving, at the first device and after transferring the first transaction, a second transaction from the second device,
        wherein the business logic layer of the application on the first device reconciles the second transaction with the first transaction.

14.   The method of Claim 13, wherein the first transaction has been modified at a business logic layer of an application on the second device to become the second transaction.

15.   The method of Claim 13, wherein the business logic layer of the application on the second device mirrors the business logic layer of the application on the first device.

16.   The method of Claim 13, wherein the first transaction and the second transaction are received via a wireless connection.

17.   The method of Claim 13, wherein the first transaction and the second transaction are received over a network.

18.   The method of Claim 17, wherein the network is the Internet.

19.   A system for synchronizing transactions between devices having layered application architectures comprising:

a first device having a processor for processing a first transaction;

memory for storing the first transaction, the memory having a connection to the processor;

an output unit connected to the processor, the output unit adapted to query a second device for the first transaction;

an input unit connected to the processor, the input unit adapted to receive the first transaction; and

a modification unit connected to the processor, the modification unit adapted to modify the transaction, whereby the first transaction becomes a second transaction,

wherein the second transaction is sent from the first device to the second device.

20.   The system of Claim 19, wherein a business logic layer at the second device reconciles the second transaction with the first transaction.

21.   The system of Claim 19, wherein the input unit receives the first transaction via a wireless connection.

22.   The system of Claim 19, wherein the input unit receives the first transaction over a network.

23.   The system of Claim 22, wherein the network is the Internet.

24.   The system of Claim 19, wherein the first device is a mobile device.

25.   A system for synchronizing data between peer devices having layered application architectures comprising:

means for copying a business logic layer of an application on a first device to an application on a second device;

means for receiving, at the second device, an original transaction from the first device;

means for modifying, in the business logic layer of the application on the second device, the original transaction received from the first device; and

means for sending, from the second device to the first device, the modified transaction,

wherein the business logic layer of the application on the first device reconciles the modified transaction with the original transaction.

26.   The system of Claim 25, wherein the second device is a mobile device.